

**ABSTRACT**

A gaming apparatus for conducting a wagering game comprises a video screen for displaying a dynamic video image and a structure for displaying non-video artwork. The video and non-video artworks are visually linked to form an integrated image associated with the wagering game. The structure covers a portion, but not all,  
5 of the video screen. Thus, video images on conventional video screens may effectively be blended with non-video artwork to create entertaining and attractive displays.